



# HOME IMPROVEMENT



INSTRUCTION MANUAL



ABSOLUTE

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



WARNING: PLEASE READ THE ENCLOSED  
CONSUMER INFORMATION AND PRECAUTIONS  
BOOKLET CAREFULLY BEFORE USING YOUR  
NINTENDO® HARDWARE SYSTEM OR GAME PAK.



LICENSED BY



NINTENDO, SUPER NINTENDO  
ENTERTAINMENT SYSTEM  
AND THE OFFICIAL SEALS ARE  
REGISTERED TRADEMARKS OF  
NINTENDO OF AMERICA INC.  
©1991 NINTENDO OF AMERICA INC.

THIS OFFICIAL SEAL IS YOUR  
ASSURANCE THAT NINTENDO HAS  
APPROVED THE QUALITY OF THIS  
PRODUCT. ALWAYS LOOK FOR THIS  
SEAL WHEN BUYING GAMES AND  
ACCESSORIES TO ENSURE COMPLETE  
COMPATIBILITY WITH YOUR SUPER  
NINTENDO ENTERTAINMENT SYSTEM.  
ALL NINTENDO PRODUCTS ARE  
LICENSED BY SALE FOR USE ONLY  
WITH OTHER AUTHORIZED PRODUCTS  
BEARING THE OFFICIAL NINTENDO  
SEAL OF QUALITY.

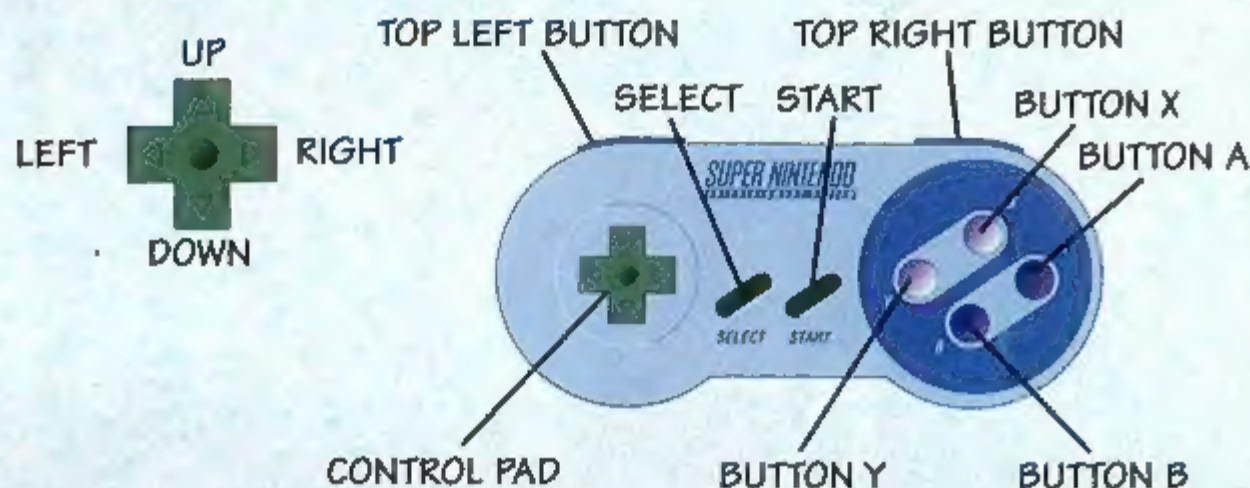


**ABSOLUTE™**

## GETTING STARTED

1. Make sure the power switch on the console of your SUPER NINTENDO ENTERTAINMENT SYSTEM® is **OFF**.
2. Insert the **HOME IMPROVEMENT** Game Pak as described in your Super NES manual.
3. Turn the power switch **ON**.

## THE CONTROL PAD



START .....	Pauses/Unpauses Game
BUTTON A .....	Uses Collected Tools
BUTTON B .....	Jump
BUTTON X .....	Shoots/Disengages Grappling Hook
BUTTON X + UP .....	Shoots Grappling Hook Up
BUTTON X + RIGHT/LEFT .....	Swings Sledge Hammer Right /Left
BUTTON X + DOWN .....	Uses Jackhammer
BUTTON Y + RIGHT/LEFT .....	Run to the Right or the Left
CONTROL PAD RIGHT/LEFT .....	Walk Right/Left
CONTROL PAD DOWN .....	Crouch
TOP RIGHT/LEFT BUTTONS .....	Shoots Collected Tools Diagonally

### While Grappling . . .

- Press **UP** or **DOWN** on the **CONTROL PAD** to raise or lower Tim, respectively.
- Press **LEFT** or **RIGHT** on the **CONTROL PAD** in the direction Tim is swinging to gain momentum.
- Press **BUTTON B** to jump upwards while disengaging the Grappling Hook to reach platforms.



## GAME INSTRUCTIONS

Tim will have his hands full trying to get back the stolen prototypes of the Taylor-Turbo power tools, but he'll have plenty of other tools to do the job with! There are

8 tools that Tim can hefty and battered 20 lb. sledges

use during the course hefty and battered

of the game; he'll be

jackhammer

grappling

There will be

going on all

at the studio

bats flitting

the "Monster

set, and there

and sinister

Vampire master

guarding one of

the Taylor-Turbo

tools at the

end of the level!

The other half of

the time, he'll have

need the nail man

gun. The nail man

gun (Tim calls man

it "the AK-47 of to

is one of the the sl

best weapons that

use on his quest. It

has the ability to pu

into an attacking ene

huge, hungry Venus Fl

# REAL

# DON'T INSTRU

to beat back  
on the set of "Dinosaur Safari".

## The Sledge Hammer

As any

# MEN

# NEED INSTRUCTIONS

themselves! Although it's frowned upon by the most macho of the breed, some real men actually refer to blue prints for help. If you find yourself in need of—dare we say it?—instructions, you can refer to the enclosed poster blue prints for hints.

sary to completely  
rate something in  
to fix it properly. Tim  
g subscribed to  
eory of home reno-  
and hefty and bat-  
0 lb. sledge every-  
r this very pur-  
is particularly  
bashing man-  
s in the pesky  
that get  
m and his pre-  
r-Turbo tools,  
nd foam rock  
The studio  
ot of things  
smash with  
nd the best  
e doesn't  
of it!

ple like Tim.  
a challenge  
those who  
ere are no  
ack the

we need to ask anyone



[illegible]



## Absolute Entertainment Inc.'s Limited 90-Day Warranty

Absolute Entertainment, Inc. warrants to the original retail purchaser of this video game computer program ("Program") that the Game Pak ("Game Pak") on which the Program is embodied will be free from defects in materials and workmanship for a period of ninety (90) days from the day of purchase. If your Game Pak becomes defective during that period, Absolute Entertainment, Inc. will replace it free of charge.

To replace a defective Game Pak during the warranty period, mail the entire Game Pak, proof of your purchase with the purchase date circled, a brief statement describing the defect, and a large, self-addressed stamped envelope to:

Warranty Officer  
Absolute Entertainment, Inc.  
Suite 300 South  
10 Mountainview Road  
Upper Saddle River, New Jersey 07458  
Tel: (201) 818-4800

If your Game Pak fails after the end of the 90-day warranty period, you may return it to Absolute Entertainment, Inc. at the address above along with a check or money order for \$25.00, a brief statement describing the defect, and a large self-addressed stamped envelope. This offer to repair or replace defective Game Paks after the end of the 90-day warranty period may be withdrawn at any time without notice.

We recommend that defective Game Paks be packaged carefully and sent certified mail, return receipt requested. Absolute Entertainment, Inc. will not be responsible for replacing defective Game Paks until they have been received by us at the above address.

This warranty is limited to the Game Paks originally supplied by Absolute Entertainment, Inc. and is not applicable to the Program embodied on the Game Pak. This warranty will not be honored if the defect has arisen through abuse, mistreatment, improper care of the Game Pak, neglect, or normal wear and tear.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, AND NO OTHER REPRESENTATIVES OR CLAIMS OF ANY NATURE WILL BE BINDING ON OR OBLIGATE ABSOLUTE ENTERTAINMENT, INC. IN NO EVENT WILL ABSOLUTE ENTERTAINMENT, INC. BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS GAME PAK OR PROGRAM, INCLUDING DAMAGE TO PROPERTY, AND TO THE EXTENT PERMITTED UNDER LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF ABSOLUTE ENTERTAINMENT, INC. HAS BEEN PREVIOUSLY ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

THE PROGRAM IS SOLD "AS-IS" AND NO WARRANTIES, EXPRESS OR IMPLIED, INCLUDING WARRANTIES FOR MERCHANTABILITY OR FITNESS OR PURPOSE, WILL BE APPLICABLE.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES. SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIAL LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.



# CREDITS

## CONCEPT & DESIGN

Dan Kitchen  
David Crane

## PROJECT MANAGER

Bill Jannott

## LEAD PROGRAMMING & DESIGN

Jason Benham

## PROGRAMMING & DESIGN

Andy Rogers  
Bill Jannott  
Dave Lubar

## GRAPHICS & DESIGN

Frank Lam  
Ross Harris  
Jennifer MacDonald  
Tom Tobey

## ADDITIONAL GRAPHICS

Glen Schofield  
John Cassells

## GAME LAYOUT & DESIGN

Stephan Ross

## AUDIO DIRECTOR

Mark Van Hecke

## MUSIC & SOUND EFFECTS

Jim Wallace  
Steve Melillo

## GAME TESTING

Robert Prescott  
Ezra Blau  
Keith Blumenstock  
Bayani Caes  
Alan DeLoach  
Andre Garcia  
Arvee Garde  
Jon Ross  
Aaron Townley  
Richard Lover

## PACKAGING DESIGN & PRODUCTION

W.R. Wentworth  
Mike Buchman  
John Feasenmyer

## MANUAL & POSTER

Brian English

## SPECIAL THANKS

Suzanne Condon

## DISNEY PRODUCER

Noah Dudley



# ABSOLUTE™

HOME IMPROVEMENT © Touchstone Pictures & Television. Published by Absolute Entertainment, Inc.,  
10 Mountainview Road, Suite 300 South, Upper Saddle River, NJ 07458. All Rights Reserved.

Printed in Japan